

09866600

CLAIMS AS FILED - PART I

	(Column 1)	(Column 2)
TOTAL CLAIMS		
FOR	NUMBER FILED	NUMBER EXTRA
TOTAL CHARGEABLE CLAIMS	minus 20 =	
INDEPENDENT CLAIMS	minus 3 =	
MULTIPLE DEPENDENT CLAIM PRESENT		<input type="checkbox"/>

* If the difference in column 1 is less than zero, enter "0" in column 2

amdt filed
4-7-04

CLAIMS AS AMENDED - PART II

	(Column 1)	(Column 2)	(Column 3)
AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* 31	Minus ** 30	= 1
Independent	* 6	Minus *** 7	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			<input type="checkbox"/>

	(Column 1)	(Column 2)	(Column 3)
AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus **	=
Independent	*	Minus ***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			<input type="checkbox"/>

	(Column 1)	(Column 2)	(Column 3)
AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus **	=
Independent	*	Minus ***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			<input type="checkbox"/>

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
 ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."
 *** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."
 The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

TYPE		OR	SMALL ENTITY	
RATE	FEE		RATE	FEE
BASIC FEE	370.00	OR	BASIC FEE	740.00
X5 =		OR	X5 =	
X42 =		OR	X84 =	
+140 =		OR	+280 =	
TOTAL		OR	TOTAL	

OTHER THAN SMALL ENTITY	
RATE	ADDITIONAL FEE
X5 9 =	OR X5 18 = 18.00
X42 =	OR X84 =
+140 =	OR +280 =
TOTAL ADDIT. FEE	OR TOTAL ADDIT. FEE 18.00

Fee Paid	
RATE	ADDITIONAL FEE
X5 9 =	OR X5 18 =
X42 =	OR X84 =
+140 =	OR +280 =
TOTAL ADDIT. FEE	OR TOTAL ADDIT. FEE

ADDITIONAL FEE	
RATE	ADDITIONAL FEE
X5 9 =	OR X5 18 =
X42 =	OR X84 =
+140 =	OR +280 =
TOTAL ADDIT. FEE	OR TOTAL ADDIT. FEE